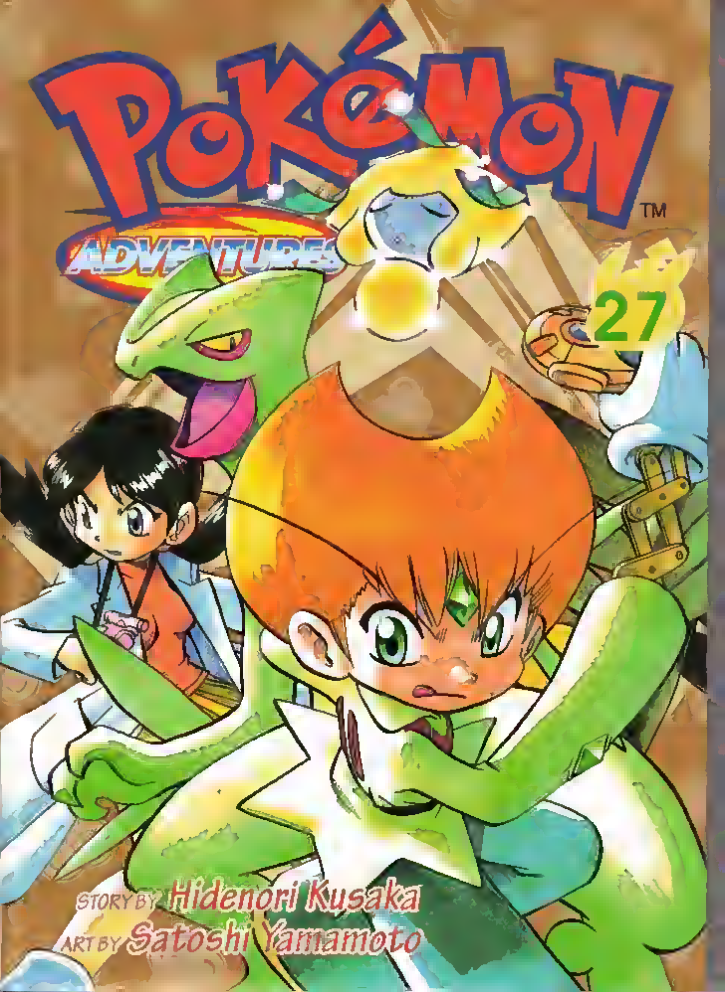
POKÉMON
ADVENTURES
27
STORY BY Hidenori Kusaka
ART BY Satoshi Yamamoto

Emerald continues his quest to conquer the Battle Frontier, taking on one Frontier Brain after another! After the arduous challenge at the Battle Pike, Emerald is thrust right into the maze of the Battle Pyramid, where he must find the exit and battle against wild Pokémon in complete darkness! Meanwhile, a sinister presence infiltrates the Frontier unnoticed and ambushes Noland, stealing his collection of rental Pokémon! What is his agenda here, and what will happen to Emerald when he becomes the prime suspect for this devious deed?!

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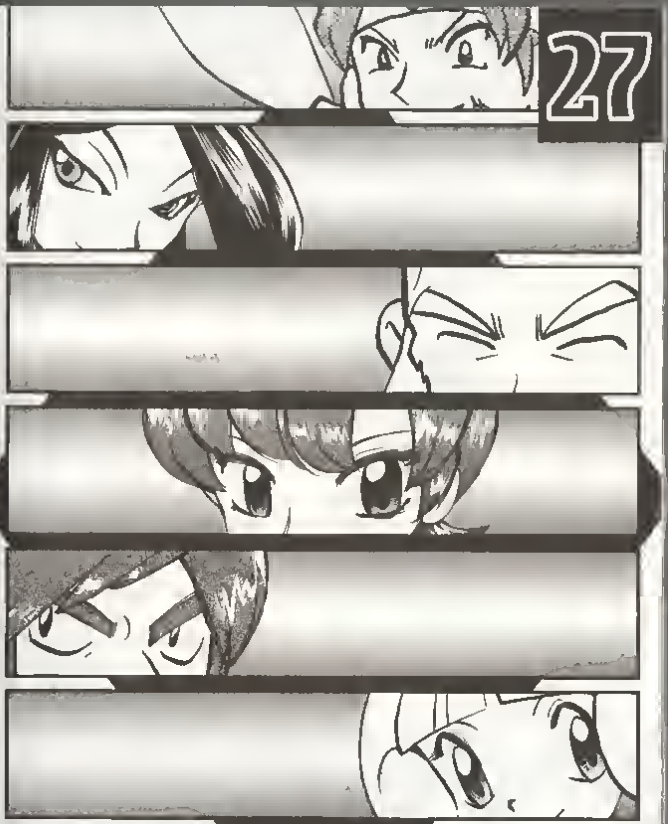
POCKET MONSTERS SPECIAL

27



ART BY
Satoshi Yamamoto

STORY BY
Hidenori Kusaka

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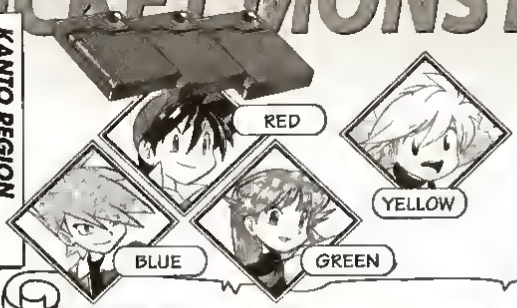
KANTO REGION



JOHTO REGION

HOENN REGION

THE FIRST CHAPTER

Red, a young Pokémon trainer from Pallet Town, sets off on a quest to become the strongest trainer, after receiving the Pokédex from Professor Oak. Along the way, he battles Blue - who has the same objective in mind - meets up with Green, and finally defeats Team Rocket before winning the Pokémon League.

THE SECOND CHAPTER

Two years have passed. Red has suddenly disappeared, and a mysterious trainer, called Yellow, appears. While searching for Red, Yellow runs into Kanto's Elite Four, led by Lance. The four Pokémon masters have a horrifying plan in mind, and Yellow has to stop them...

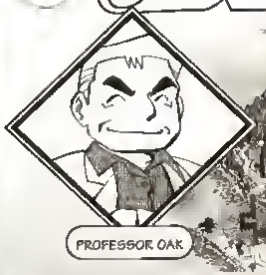
After a climatic battle on Cerise Island, Yellow manages to defeat Lance, and shatter the ambition of the Elite Four.

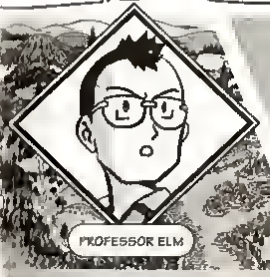
THE THIRD CHAPTER

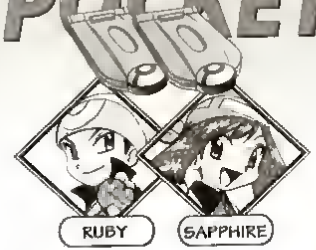
Yet another year has passed, and the story shifts to the Johto Region. In pursuit of Silver who stole Totodile from Elm Research Center, Gold heads to New Bark Town. Due to a twist of fate, they have to battle side by side, even though they can't stand each other. Crystal joins in the fray, after being entrusted with the mission to complete the Pokédex. The trio battle a mysterious masked man, who has revived Team Rocket, eventually ruining his scheme.

THE FOURTH CHAPTER

Ruby, a boy passionate about Pokémon Contests, runs away from home right after moving to Littleroot Town. He encounters Sapphire in the wild, and makes a bet with her...







KANTO REGION

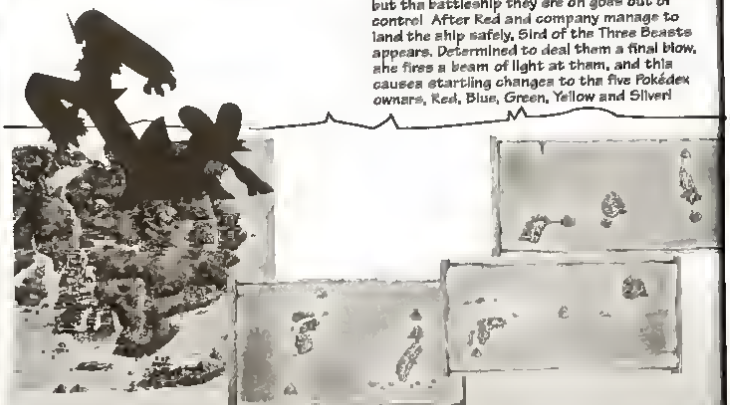
HOENN REGION

27

Ruby is to win all the Pokémon Contests within 80 days, and Sapphire must win all Gym battles in the same time frame. Meanwhile, Team Aqua and Team Magma set their destructive plans into motion. As a result, the ancient Pokémon Groudon and Kyogre wreak havoc and devastation on the Hoenn Region. The two Pokémon finally return to their eternal slumber, after Ruby and Sapphire make a valiant attempt to stop them.

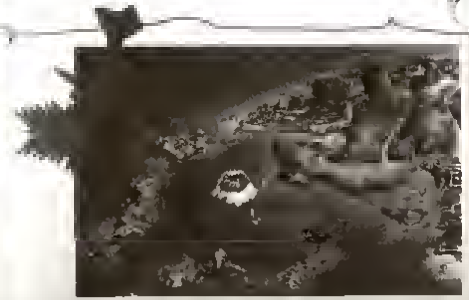
THE FIFTH CHAPTER

Another half a year has come and gone. Red and his friends set off on a new adventure on the Sevii Islands. When Deoxys, the space Pokémon falls into the hands of Giovanni, Red teams up with Mewtwo in order to stop them. They emerge triumphant after a fierce struggle but the battleship they are on goes out of control. After Red and company manage to land the ship safely, Sind of the Three Beasts appears. Determined to deal them a final blow, she fires a beam of light at them, and this causes startling changes to the five Pokédex owners, Red, Blue, Green, Yellow and Silver!



THE SIXTH CHAPTER

A few months later, the "Battle Frontier", dubbed the highest peak of all Pokémon battles, is completed in Hoenn. Emerald gatecrashes the Press Conference during the opening ceremony and announces to the media that he will conquer the Battle Frontier. The Frontier Brains decide to take up his challenge, and Emerald must defeat all seven of them within seven days. So far, he has battled Factory Head Noland and is now battling against Pike Queen Lucy. On the other hand, it seems like Emerald has a more crucial mission on hand amidst the frenzied fighting...



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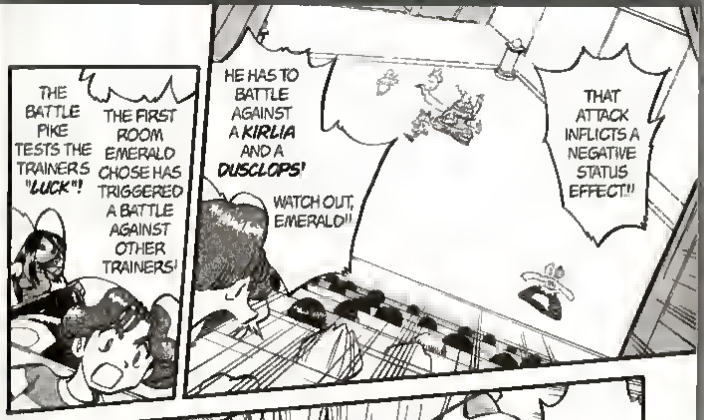
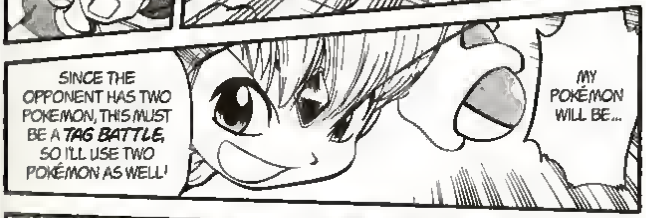
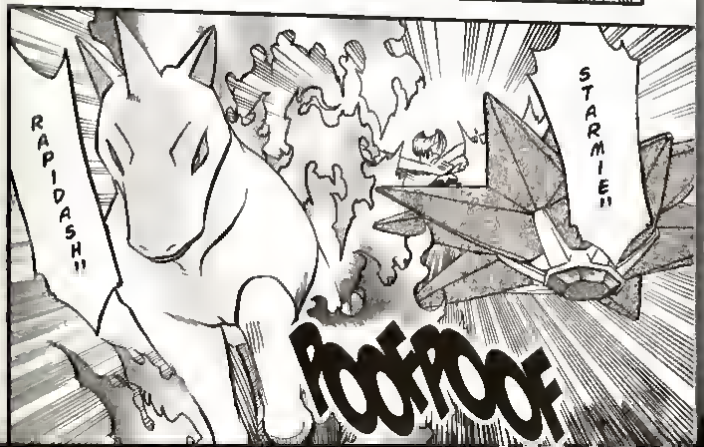
VS. MILOTIC

POCKET MONSTER SPECIAL THE SIXTH CHAPTER EMERALD


THE BATTLE PIKE TESTS THE TRAINER'S "LUCK"!
THE FIRST ROOM EMERALD CHOSE HAS TRIGGERED A BATTLE AGAINST OTHER TRAINERS!
HE HAS TO BATTLE AGAINST A KIRLIA AND A DUSCLOPS!
WATCH OUT, EMERALD!!
THAT ATTACK INFLICTS A NEGATIVE STATUS EFFECT!!



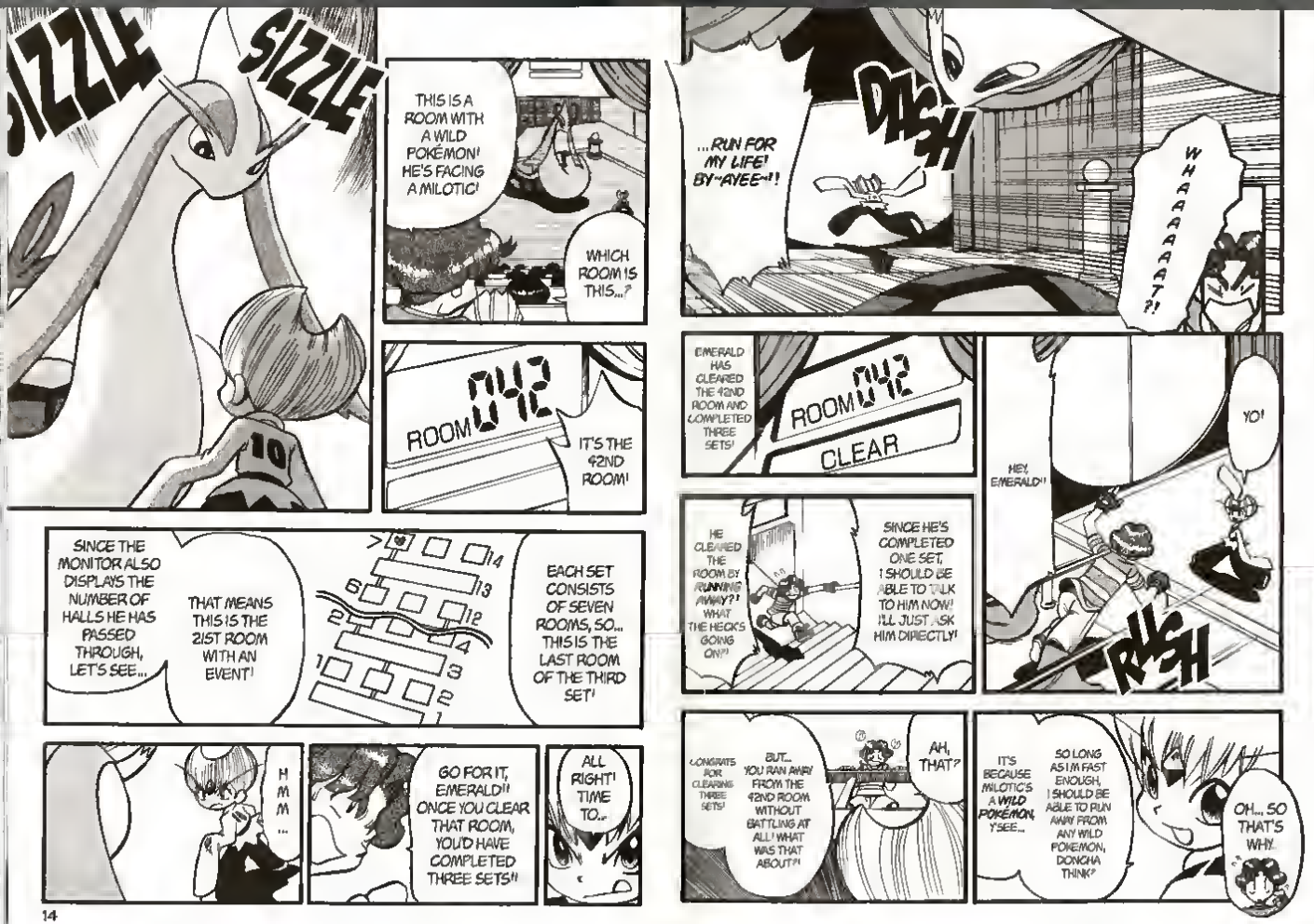


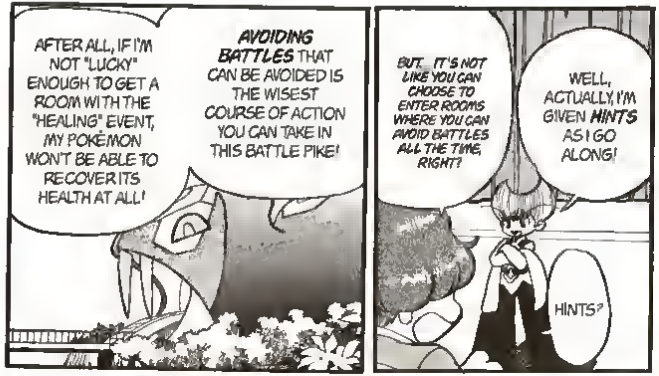
FREEEEEEEEZE
I KNEW IT! RAPIDASH HAS BEEN "FROZEN" BY DUSCLOPS!
AND KIRLIA'S ATTACK HAS FORCED STARMIE TO GO TO "SLEEP"!
THE BATTLE'S JUST STARTED, AND THE TWO OF THEM ARE ALREADY UNABLE TO FIGHT!
I KNOW THE BATTLE PIKE IS A TEST OF THE TRAINER'S "LUCK", BUT TO BE DEFEATED AT THE VERY FIRST ROOM.. HOW UNLUCKY CAN YOU GET?!
SALL RIGHT!
PARALYSIS, POISON, SLEEP, FREEZE, OR BURN... BRING 'EM ALL ON!

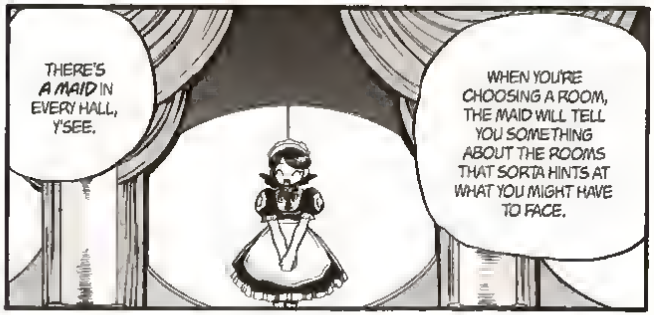
"FLAME WHEEL"!!
CRACK
!!!
IT BROKE FREE FROM THE "FREEZE" EFFECT USING ITS OWN SKILL!!
AND STARMIE'S WOKEN UP FROM ITS "SLEEP" BY USING ITS HELD ITEM, THE LUM BERRY!
BOLT
USE "DOUBLE-EDGE" AND..
SLAAAAAM
.. "THUNDER-BOLT"!!
YES!

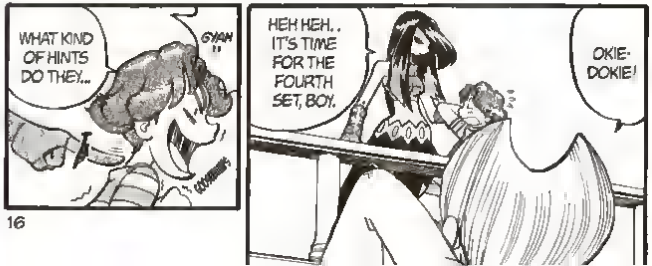
SMACK
SMACK
OKAY, WHO'S NEXT?
WAY TO GO, EMERALD!!
HE'S SO WELL PREPARED THAT EVEN NEGATIVE STATUS EFFECTS CAN'T BRING HIM DOWN!
THE HELD ITEM LUM BERRY...
...AND THE "FLAME WHEEL" SKILL THAT CAN BREAK FREE FROM THE NEGATIVE EFFECT "FREEZE"!
ALSO, STARMIE HAS THE "NATURAL CURE" ABILITY, WHICH CURES ALL OF ITS NEGATIVE STATUS EFFECTS WHEN WITHDRAWN FROM BATTLE!
IF LEFT UNTREATED, HIS POKÉMON WILL BRING THEIR NEGATIVE STATUS EFFECTS ALONG WITH THEM AS THEY PROGRESS, SO IT'S DEFINITELY BETTER TO RESOLVE ANY NEGATIVE EFFECTS AT THAT VERY ROOM ITSELF!
HE'S GOT IT ALL THOUGHT OUT, HASN'T HE? HEH HEH...
STILL...
...THE FACT THAT HE WAS ABLE TO CHOOSE THE MOST SUITABLE POKÉMON FOR THE BATTLE PIKE ALMOST INSTANTLY...
SURE LOOKS LIKELY...
BUT YOU'RE SAYING THAT YOU DON'T HAVE ANY POKÉMON OR MONEY...
WELL, YEAH... WHAT I CAN USE AM COMPANY WHAT I
THE PERSON WHO SENT ME TO THE BATTLE FRONTIER OWNS EVERY SINGLE SORT OF POKÉMON
EMERALD SAID THAT THE PERSON WHO SENT HIM TO THE BATTLE FRONTIER OWNS EVERY SINGLE SORT OF POKÉMON, AND THAT HE COULD USE ANY POKÉMON HE WANTED, BUT...
WHO EXACTLY WAS HE TALKING ABOUT...?!
AFTER YOU CLEAR A ROOM, YOU WILL ENTER A HALL WHERE YOU CAN CHOOSE THE NEXT ROOM TO GO TO.
THREE DOORS...
EENY, MEENY, MINEY, MO!
THIS ONE!
AH-HAH!
ANOTHER VIRTUAL TRAINER?!
MAN, TODAY'S SUCH A HOT DAY! SHEESH, I'M GROWING FAT FROM DRINKING TOO MUCH WATER!
SEE YA!
WAVE
...

THAT GUY PASSED STRAIGHT THROUGH WITHOUT DOING ANYTHING...?! HE DIDN'T EVEN SAY ANYTHING RELATED TO POKÉMON BATTLES! YOU MEAN THERE'RE ROOMS LIKE THAT TOO?!
THAT'S RIGHT.
THAT'S WHY THIS IS A TEST OF "LUCK."
BUT THEN ON THE OTHER HAND, IF THE CHALLENGER KEEPS CHOOSING ROOMS WITH BATTLE EVENTS, HE'D BE ALL WORN OUT BEFORE HE EVEN REACHES LUCY...!!
CORRECT.
YOU'RE PRETTY QUICK ON THE UPTAKE, AREN'T YOU, REPORTER BOY?
WE HAVE A BAGGAGE CORNER AT THE ENTRANCE OF THE PIKE, WHERE THE CHALLENGERS ARE REQUIRED TO DEPOSIT ALL THEIR BELONGINGS, INCLUDING THEIR BAGS AND POKÉNAVS. AS SUCH, THEY ARE UNABLE TO USE ANY "POTIONS" OR HEALING ITEMS ON THEIR POKÉMON WHILE IN THE PIKE.
THE DIFFERENT EVENTS THE CHALLENGER WILL GET TO FACE ARE...
"TING BATTLES"...
"SINGLE BATTLES"...
"CONVERSATION-ONLY EVENTS"...
"HEALING EVENTS"...
"BATTLES AGAINST POKÉMON WHICH WILL CAST NEGATIVE STATUS EFFECTS"...
"WILD POKÉMON EVENTS"...
...AND MANY OTHERS.
HOW IS IT POSSIBLE FOR ANYBODY TO CLEAR 140 ROOMS TO REACH YOU WITH ALL THOSE STRICT RULES IN PLACE?!
OF COURSE IT'S POSSIBLE!
IF YOU ARE "LUCKY", THAT IS.
IN EXTREME CASES, IF ONE MANAGES TO ADVANCE BY CHOOSING ONLY THE "HEALING" AND "CONVERSATION" ROOMS...
...THEY'D BE ABLE TO REACH ME WITHOUT A SCRATCH.
"LUCKY"?! ARE YOU SAYING THAT A PERSON'S ABILITIES AS A TRAINER OR HIS BATTLE SKILLS DON'T MATTER AT ALL?!
I WONDER... PERHAPS YOU OUGHT TO JUDGE THAT FOR YOURSELF...
...BY WATCHING THE WAY YOUR FRIEND BATTLES?


SIZZLE
SIZZLE
THIS IS A ROOM WITH A WILD POKÉMON! HE'S FACING A MILOTIC!
WHICH ROOM IS THIS...?
ROOM 042
IT'S THE 42ND ROOM!
DASH
...RUN FOR MY LIFE! BY "AYEE"!
WHAAAAAAT?!
EMERALD HAS CLEARED THE 42ND ROOM AND COMPLETED THREE SETS!
ROOM 042
CLEAR
HEY, EMERALD!
YO!
RUSH
HE CLEARED THE ROOM BY RUNNING AWAY?! WHAT THE HECK'S GOING ON?!
SINCE HE'S COMPLETED ONE SET, I SHOULD BE ABLE TO TALK TO HIM NOW! I'LL JUST ASK HIM DIRECTLY!
SINCE THE MONITOR ALSO DISPLAYS THE NUMBER OF HALLS HE HAS PASSED THROUGH, LET'S SEE...
THAT MEANS THIS IS THE 21ST ROOM WITH AN EVENT!
EACH SET CONSISTS OF SEVEN ROOMS, SO... THIS IS THE LAST ROOM OF THE THIRD SET!
HMM...
GO FOR IT, EMERALD!! ONCE YOU CLEAR THAT ROOM, YOU'D HAVE COMPLETED THREE SETS!!
ALL RIGHT! TIME TO...
CONGRATS FOR CLEARING THREE SETS!
BUT... YOU RAN AWAY FROM THE 42ND ROOM WITHOUT BATTLING AT ALL! WHAT WAS THAT ABOUT?!
AH, THAT?
IT'S BECAUSE MILOTIC'S A WILD POKÉMON, Y'SEE...
SO LONG AS I'M FAST ENOUGH, I SHOULD BE ABLE TO RUN AWAY FROM ANY WILD POKÉMON, DONCHA THINK?
OH... SO THAT'S WHY.

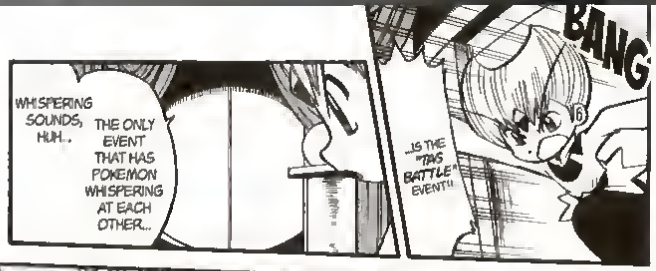

AFTER ALL, IF I'M NOT "LUCKY" ENOUGH TO GET A ROOM WITH THE "HEALING" EVENT, MY POKÉMON WON'T BE ABLE TO RECOVER ITS HEALTH AT ALL!
AVOIDING BATTLES THAT CAN BE AVOIDED IS THE WISEST COURSE OF ACTION YOU CAN TAKE IN THIS BATTLE PIKE!
BUT... IT'S NOT LIKE YOU CAN CHOOSE TO ENTER ROOMS WHERE YOU CAN AVOID BATTLES ALL THE TIME, RIGHT?
WELL, ACTUALLY, I'M GIVEN HINTS AS I GO ALONG!
HINTS?


THERE'S A MAID IN EVERY HALL, Y'SEE.
WHEN YOU'RE CHOOSING A ROOM, THE MAID WILL TELL YOU SOMETHING ABOUT THE ROOMS THAT SORTA HINTS AT WHAT YOU MIGHT HAVE TO FACE.

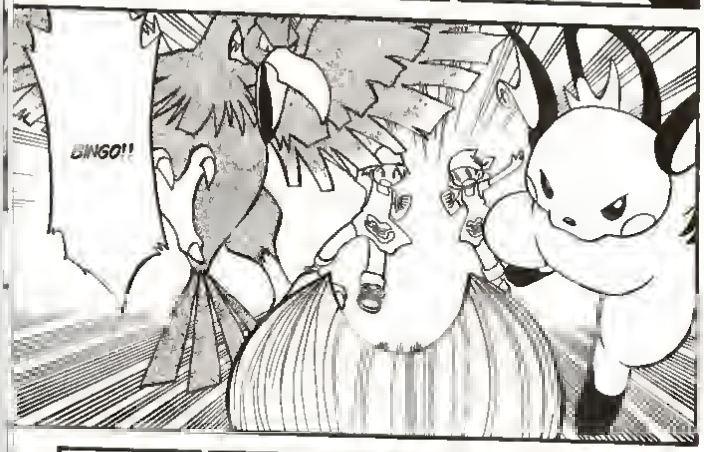

WHAT KIND OF HINTS DO THEY...
GYAH!!
HEH HEH.. IT'S TIME FOR THE FOURTH SET, BOY.
OKIE-DOKIE!

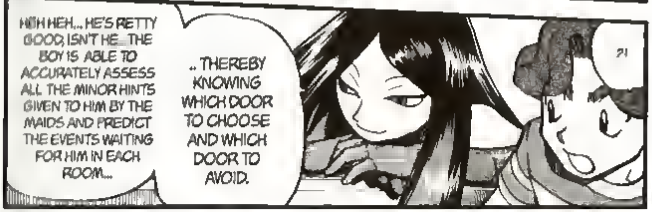
CLING
WELCOME TO THE FOURTH SET! THIS WILL BE YOUR 93RD ROOM.
KINDLY PROCEED TO THE NEXT ROOM BY CHOOSING ONE OF THESE THREE DOORS.
...
YOU'RE WONDERING WHICH DOOR YOU SHOULD CHOOSE?
YEAH.

I SEE..
I THINK I HEARD SOME WHISPERING SOUNDS COMING FROM THE ROOM ON THE RIGHT..
HE'S RIGHT! THAT MAID GIRL SEEMS TO BE SAYING SOMETHING!

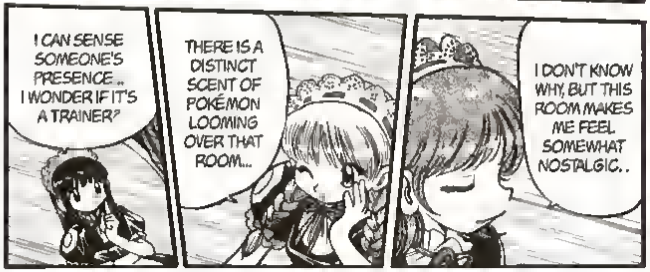

WHISPERING SOUNDS, HUH..
THE ONLY EVENT THAT HAS POKÉMON WHISPERING AT EACH OTHER...
BANG
...IS THE "TAG BATTLE" EVENT!!

I CHOOSE THIS ROOM!
NOT THIS ONE!
I'M GOING IN!!

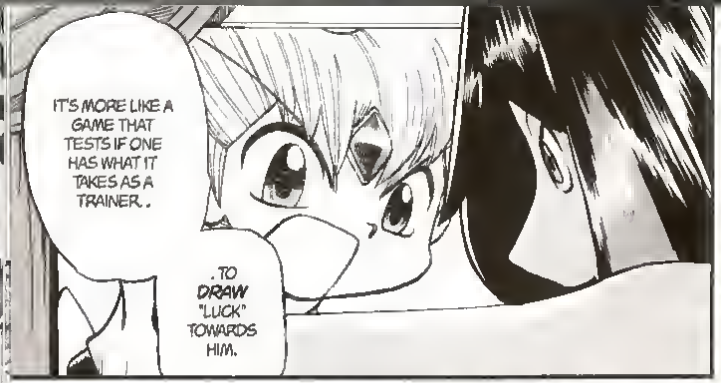

BINGO!!


HEH HEH... HE'S PRETTY GOOD, ISN'T HE... THE BOY IS ABLE TO ACCURATELY ASSESS ALL THE MINOR HINTS GIVEN TO HIM BY THE MAIDS AND PREDICT THE EVENTS WAITING FOR HIM IN EACH ROOM...
.. THEREBY KNOWING WHICH DOOR TO CHOOSE AND WHICH DOOR TO AVOID.
?!

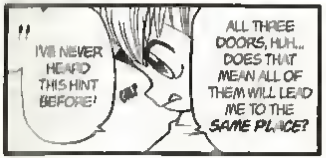
WHAT I'M TRYING TO SAY, REPORTER BOY, IS THAT...


I CAN SENSE SOMEONE'S PRESENCE.. I WONDER IF IT'S A TRAINER?
THERE IS A DISTINCT SCENT OF POKÉMON LOOMING OVER THAT ROOM...
I DON'T KNOW WHY, BUT THIS ROOM MAKES ME FEEL SOMEWHAT NOSTALGIC..

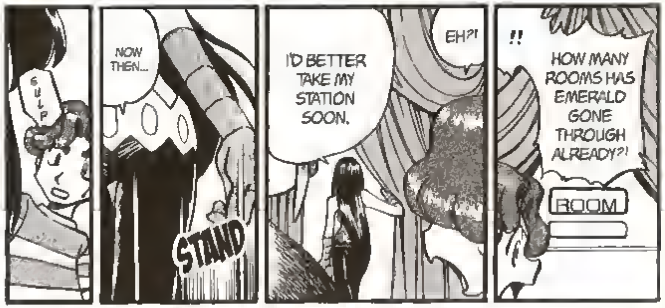
...ONE CAN'T CHANGE THE EVENTS IN THE ROOMS, SINCE THEY'VE ALREADY BEEN PRE-DETERMINED.
ONE CAN, HOWEVER, CHOOSE WHICH ROOMS TO GO TO.
I'VE MENTIONED THAT THE BATTLE PIKE IS A TEST OF YOUR "LUCK", BUT...
...TO BE PRECISE...


IT'S MORE LIKE A GAME THAT TESTS IF ONE HAS WHAT IT TAKES AS A TRAINER.
. TO DRAW "LUCK" TOWARDS HIM.

ALL THREE DOORS WILL LEAD YOU TO...
...A TERRIFYING EVENT, YES, A HORRIBLE ONE...!

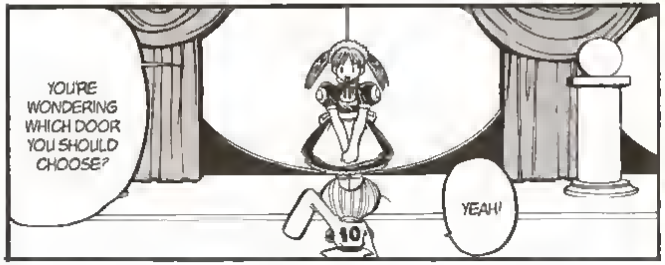

I'VE NEVER HEARD THIS HINT BEFORE!
ALL THREE DOORS, HUH... DOES THAT MEAN ALL OF THEM WILL LEAD ME TO THE SAME PLACE?

THAT'S RIGHT, EMERALD! BECAUSE...
THE HALL THAT YOU'RE IN... IT'S THE 13TH ROOM! THE NEXT ROOM WILL BE THE LAST ROOM OF THE 10TH SET...

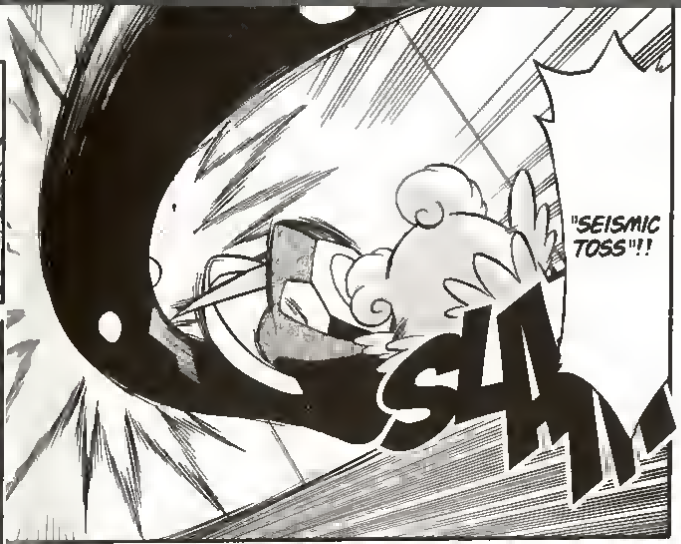

GULP
NOW THEN...
STAND
I'D BETTER TAKE MY STATION SOON.
EH?!
!!
HOW MANY ROOMS HAS EMERALD GONE THROUGH ALREADY?!
ROOM

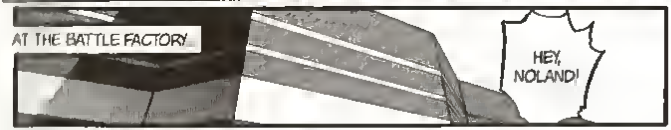
CLANG

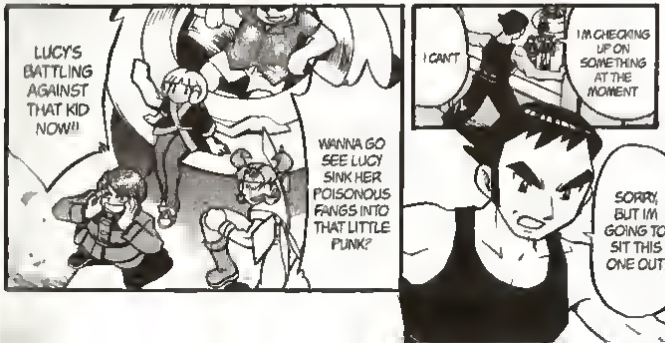
WHOOSH

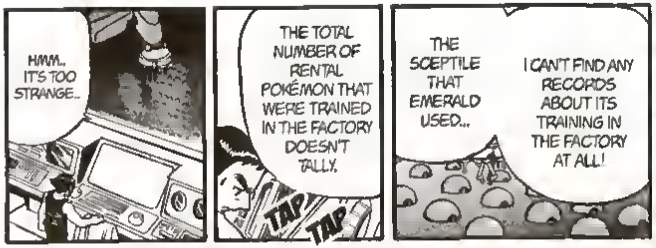

YOU'RE WONDERING WHICH DOOR YOU SHOULD CHOOSE?
YEAH!
10

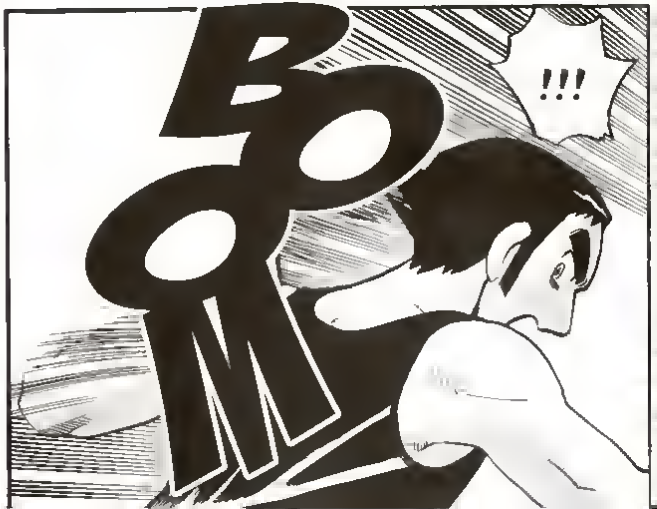
YOU'LL BE FACING PIKE QUEEN LUCY HERSELF!
THE FRONTIER BRAIN IN CHARGE OF THE PIKE!
LOOKS LIKE I'VE REACHED MY DESTINATION BEFORE I KNEW IT, HUH? GOOD!
POOF
I'M GOING TO END MY CHALLENGE HERE WITH A VICTORY!
GO!!
BLISSEY!!


"SEISMIC TOSS"!!
SLAM


AT THE BATTLE FACTORY...
HEY, NOLAND!


LUCY'S BATTLING AGAINST THAT KID NOW!!
WANNA GO SEE LUCY SINK HER POISONOUS FANGS INTO THAT LITTLE PUNK?
I CAN'T
I'M CHECKING UP ON SOMETHING AT THE MOMENT
SORRY, BUT I'M GOING TO SIT THIS ONE OUT


HMM.. IT'S TOO STRANGE..
THE TOTAL NUMBER OF RENTAL POKÉMON THAT WERE TRAINED IN THE FACTORY DOESN'T TALLY.
TAP
TAP
THE SCEPTILE THAT EMERALD USED..
I CAN'T FIND ANY RECORDS ABOUT ITS TRAINING IN THE FACTORY AT ALL!



DEAR MEMBERS OF THE PRESS

Thank you for being here to cover the opening of the Battle Frontier facility!

Please allow us to continue explaining the rules of the facilities

SCOTT

SUPPLEMENTARY RULES OF EACH FACILITY

BATTLE PIKE PART 2

There are eight different events you may trigger when choosing a room. We will take this opportunity to explain what each event is about.

■ THE EIGHT DIFFERENT EVENTS OF THE ROOMS ■

(1) Single Battle Room
You battle against a trainer who has three Pokémon on hand

(2) Tag Battle Room
You battle against two trainers who each have one Pokémon on hand.

(3) Formidable Opponent Room
You battle against a very strong trainer who has three Pokémon on hand. If you win, all your Pokémon will be completely healed

(4) Wild Pokémon Room
A room with a wild Milotic, Dusclops and Seviper. All these Pokémon are able to inflict negative status effects

(5) Negative Status Effect Room
A Kirlia and Dusclops will hit your Pokémon on hand with either Poison, Paralyze, Sleep, Burn or Freeze

(6) Conversation Room
A trainer will appear and talk about something that is not related to battling at all. You can also just pass straight through the room.

(7) Healing Room (for one or two Pokémon)
A gentleman of the facility will randomly select and cure two of your Pokémon on hand.

(8) Healing Room (for all three Pokémon)
A staff of the facility will cure all three Pokémon you have on hand